

KONAMI

Get ready for some ninja  
kick-butt action October 2003!



Konami of America, Inc., 1400 Bridge Parkway, Redwood City, CA 94065.

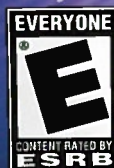
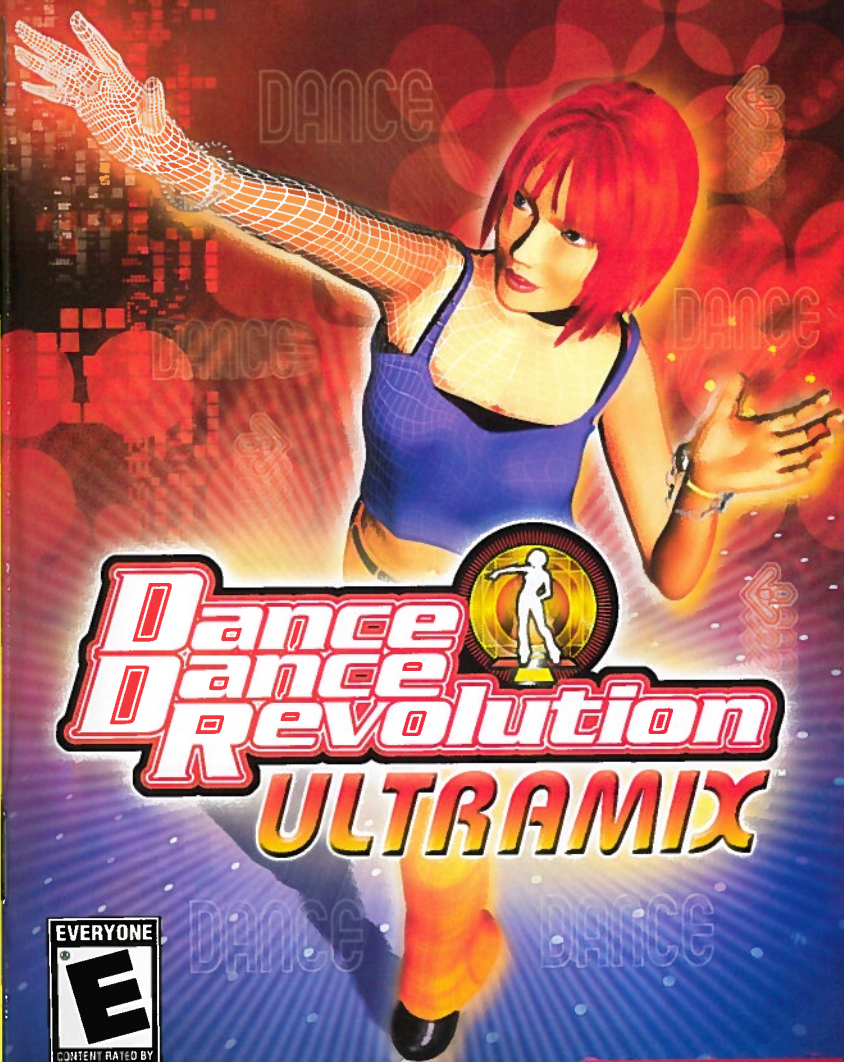
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Violence



LIVE ONLINE ENABLED



Game Experience May  
Change During Online Play

KONAMI



## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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## Introduction

Thank you for purchasing Konami's DANCE DANCE REVOLUTION ULTRAMIX™. For best results, we recommend that you read through this manual prior to playing the game. Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DANCE DANCE REVOLUTION ULTRAMIX™ is an original game product created by KONAMI CORPORATION and Konami Computer Entertainment Hawaii, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.





## Using The Xbox™ Video Game System

1. Set up your Xbox™ video game system according to the instructions in its Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX)™** disc on the disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX)™**.

### To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox™ console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

### MEMORY UNITS

To save edit data files for playing on other Xbox™ video game systems, an Xbox™ Memory Unit is required. Insert the Memory Unit into the available Expansion slot before starting play. You can load your edit data files from the same Memory Unit, or from any other Memory Unit containing previously saved edit data files.

**NOTE:** **DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX)™** uses at least 1 Block of Memory Unit data to save each edit data file. Make sure there is enough free space on your Memory Unit before starting play. Do not insert or remove a Memory Unit while saving/loading files or after the power has been turned ON.



## Using The Controller

1. Insert the Xbox™ Controller into any controller port of the Xbox™ console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox™ Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox™ Controller to play **DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX)™**.

## Basic Game Controls

These buttons control up, down, left & right movements

Directional pad

Up

**Y** button

Right, Cancel Selection

**B** button

Down, Confirm Selection

**A** button

Left

**X** button

These buttons are used in EDIT MODE. See p.19 for details.

**L** trigger, **R** button, **○** button, **●** button

Cancel

**○** BACK button

Start Game

**○** START button

Pressing and holding down the **○** START or **○** BACK button while playing will automatically end the current game and return to the previous menu.





## Connecting to Xbox Live™

### ACCESSING DOWNLOADABLE DANCE DANCE REVOLUTION ULTRAMIX™ CONTENT

If you are an Xbox Live™ subscriber, you can download the very latest content (such as new songs, online competition, internet ranking and more) to your Xbox™ console.

### CONNECTING

Before you can play **DANCE DANCE REVOLUTION ULTRAMIX™** online, you need to connect your Xbox™ console to a high-speed or broadband Internet connection, and sign up for Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see [www.xbox.com/connect](http://www.xbox.com/connect) and select your county.

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.



## Using The Dance Dance Revolution™ Controller

### CAUTIONS (PLEASE READ BEFORE PLAYING)

- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable for injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.



## Using The Dance Dance Revolution™ Controller



- BACK button: Cancel
- START button: Start Game

○ BACK or ○ START buttons: Resets the current game and returns to the previous menu.

○ A button: Confirm Selection

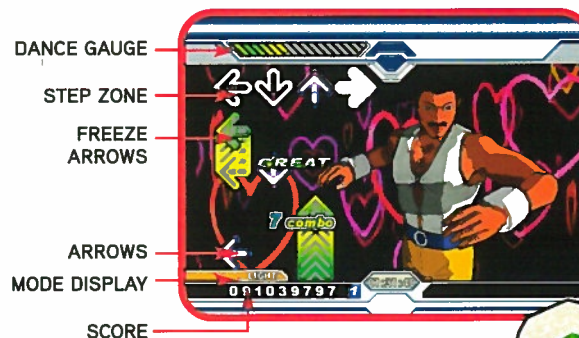
○ B button: Cancel Selection

**DIRECTIONAL ARROWS:**  
Step on the correct arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.



## How to Play

**DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX)™** is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the Dance Dance Revolution™ Controller that corresponds to the arrow(s) that appear on-screen. The correct dance arrow must be played when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen. Build up your dance gauge and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance gauge level drops. If the gauge drops to zero, the game will end.





## Starting The Game

After the introductory logos are displayed, the Title Screen will appear. Press the **A** button or the **START** button to bring up the **MODE SELECT** Screen. Select **GAME MODE**, **BATTLE MODE**, **WORKOUT MODE**, **CHALLENGE MODE**, **TRAINING MODE**, **Xbox Live™**, **EDIT MODE**, **RECORDS** or **OPTIONS**. Enter the selection with the **A** button or the **START** button.



### GAME MODE

This is the main mode for **DDR ULTRAMIX™** and is identical to the style of gameplay and difficulty found in the arcade versions.

### BATTLE MODE

This mode allows players to battle it out for ultimate dancing supremacy. Choose from **Score Battle** (a high score competition involving 2-4 players simultaneously) or **Point Battle** (a head-to-head competition based on step accuracy).

### WORKOUT MODE

This mode adds fitness goals while counting the number of calories burned during play. You can also track workout results over a period of time.

### Xbox Live™

Go Online with **Xbox Live™** and gain the ability to download new songs and also compare your best scores with people around the country. You will also be able to compete with friends via **Xbox Live™** and go for the highest rankings online.

### CHALLENGE MODE

This mode has players complete specific challenges while playing chosen songs. Complete each of the six challenges in all five difficulty levels.

### TRAINING MODE

This mode allows players to practice and master difficult songs.

### EDIT MODE

This mode allows players to create original dance routines to any song in their list. The dance steps can be saved and re-played in **DDR ULTRAMIX™**.

### RECORDS

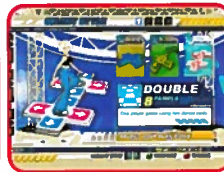
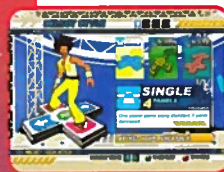
This section displays the high scores for each section.

### OPTIONS

This section allows players to configure various settings to their individual tastes.

## Game Mode

At the **MODE SELECT** Screen, highlight **GAME MODE** and press the **A** button or the **START** button to select a play style. Select from **SINGLE**, **VERSUS** or **DOUBLE** play mode and confirm the selection with the **A** button or the **START** button.

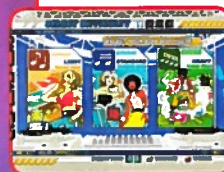


**SINGLE:** One player game.

**VERSUS:** Two players compete with each other.

**DOUBLE:** One player uses both the Player 1 and Player 2 controllers.

After the style has been selected, select a difficulty level using the Directional pad. Select from **LIGHT**, **STANDARD** or **HEAVY** difficulty and confirm the selection with the **A** button or the **START** button.



**LIGHT:** Default difficulty for each song where dance steps follow normal patterns.

**STANDARD:** Intermediate difficulty where dance steps follow complex patterns.

**HEAVY:** Strictly for **DDR** pros. This is the hardest level of difficulty where dance steps follow insane patterns.



## Game Mode

### GETTING STARTED

#### 1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music screen will appear. Press the Directional pad left/right or the left/right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm a song selection with the **A** button.

#### CHANGE DIFFICULTY

Double-tapping on the up/down Directional pad or up/down Directional Arrows on the DDR Controller will toggle between the LIGHT, STANDARD and HEAVY difficulty settings. The colors associated with these difficulties are yellow (LIGHT), blue (STANDARD) and green (HEAVY).

Within these difficulty classifications, a foot rating and groove radar rates the difficulty of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

#### FOOT RATING

The foot rating scale is the original **DANCE DANCE REVOLUTION™** rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The color of the foot rating will change depending on the difficulty level selected.



#### GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on the following 5 attributes:

**STREAM:** Overall density in the dance step patterns.

**CHAOS:** The degree of irregularity/complexity in the step patterns.

**FREEZE:** The number of freeze arrows in the step patterns.

**AIR:** The number of jumps (i.e., player's airtime) in the step patterns.

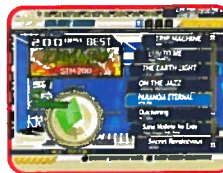
**VOLTAGE:** The degree of maximum density in the dance step patterns.

Each song is calculated with these five attributes, plotted on a pentagonal chart and graphed. The resulting graph occupies a specific area size on the pentagonal chart. As a general rule, when the overall area size increases, the difficulty of the song increases.



#### MUSIC SORTING

By pressing the **START** button, the songs can be sorted according to default arrangement, alphabetical order by letter (ABC), speed of song (BPM), or player's favorites (BEST). Toggle the different sorting classes by repeatedly pressing the **START** button.



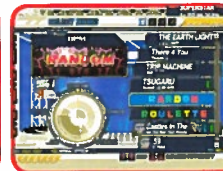
#### ACCESS EDIT DATA

By pressing the **BACK** button, you can load customized edit data that was previously saved on an Xbox Memory Unit or your Hard Drive. Follow the on-screen instructions to load the edit data. Press the **A** button to select the edit data and it will use the customized steps during the game. For more information on **EDIT MODE**, see p.19.



#### RANDOM SELECTION

The default arrangement for the song selection features a **ROULETTE** option. This option will let you choose songs at random. When this option is selected, the song list will cycle continuously until the player stops the spinning process with the **A** button. Additionally, you can also use **RANDOM** which will randomly pick a song from the available songs.





## 2) ARROW OPTIONS

Arrow Options can be selected for each song by pressing and holding down the **A** button when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a two-player game, both players can independently set their own Arrow Options at the same time using the same Options Menu. When the desired Arrow Options are selected and finalized, highlight EXIT and press the **A** button to exit the menu and begin playing the previously selected song.



**SPEED:** Adjust the scrolling speed of the dance steps by six different speed levels; x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

**BOOST:** When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

**APPEARANCE:** The appearance of the dance steps during gameplay can be altered as follows:

**VISIBLE:** Dance steps are fully visible at all times (normal default setting).

**HIDDEN:** Dance steps will vanish unexpectedly.

**SUDDEN:** Dance steps will appear unexpectedly.

**STEALTH:** Dance steps are not displayed on-screen at all.

**TURN:** The dance step patterns can be rearranged as follows:

**OFF:** Dance step patterns are not rearranged (normal default setting).

**MIRROR:** This mode rotates the dance step patterns 180 degrees.

**LEFT:** This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.

**RIGHT:** This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.

**SHUFFLE:** This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

**OTHER:** Very fine adjustments to the difficulty can be made as follows:

**OFF:** No fine adjustments to the difficulty (normal default setting).

**LITTLE:** This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.

**FLAT:** All dance steps are displayed in the same color.

**SOLO:** Dance steps are displayed in colors based upon beat unit. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.

**HELP ARROW:** Dance steps include special arrows that increase the dance gauge when hit properly.

**SCROLL:** The scrolling method of the dance steps during gameplay can be adjusted as follows:

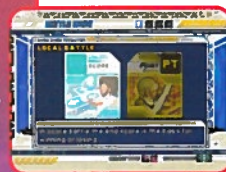
**STANDARD:** Dance steps scroll from the bottom of the screen to the top.

**REVERSE:** Dance steps scroll from the top of the screen to the bottom.

**FREEZE ARROW:** The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

**STEP:** The overall difficulty level of the song can be set to LIGHT, STANDARD or HEAVY.

## 3) BEGIN PLAYING



## Battle Mode

In this mode you have two different types of battle modes: Score Battle or Point Battle. Press the **A** button or **START** button to select the desired mode.

**SCORE BATTLE:** In this mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to see who can get the highest total score.

### STARTING A SCORE BATTLE

- 1) Select Score Battle
- 2) Press the Directional pad right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
- 3) If you have additional friends who wish to play, they can press the **A** button to join.
- 4) Press the **A** button or **START** button to advance to the next screen.
- 5) If you have CPU opponents, you will have to choose a difficulty level (1 is easiest, 2 is medium, and 3 is hardest).
- 6) Select difficulty
- 7) Select the song and begin the Score Battle competition.

**POINT BATTLE:** This is a two-player head-to-head contest where each player starts with 16 points. Each step is measured against the other and if one player has a better step (i.e. "Perfect" over "Great," "Good" over "Almost," etc.), then a point is taken away. The first player to lose all of their points loses the match.



## STARTING A POINT BATTLE

- 1) Select Point Battle
- 2) If you have an additional friend who wishes to play, he/she can press the **A** button to join.
- 3) Press the **A** button or **START** button to advance.
- 4) If you have a CPU opponent, you will have to choose a difficulty level (1 is easiest, 2 is medium, and 3 is hardest).
- 5) Select difficulty
- 6) Select the song and begin the Point Battle competition.

## Workout Mode

**DDR ULTRAMIX™** provides a great workout that boosts your strength and endurance while building muscle tone. In the Workout Mode, you can attach a personal fitness goal while playing the game. This mode tracks how many calories you have burned. All you have to do is set your weight and the type of workout.

**WEIGHT:**

Enter your weight (the default measurement is pounds "lbs").

**MENU:**

Choose between NO SETTING (just workout by playing), CALORIES BURNED (concentrate on burning a specific amount of calories by playing) or PLAY TIME (concentrate on working out for a specified amount of time).

**GOAL:**

Depending on the fitness goal selected, the GOAL setting will change.

**WORKOUT STEP:**

When the WORKOUT STEP is turned ON, the step patterns of the songs will be easier. This setting is designed to provide a low-impact aerobic workout.

**OK:**

When you are finished making adjustments, highlight OK and press the **A** button or the **START** button to begin selecting songs.

**1) SELECT SONGS:**

As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos.

**2) WORKOUT RESULTS:**

At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. The remaining workout goal is



displayed in the upper left corner (when playing on two-player side, the information is displayed in the upper right corner). In addition, the following information is tracked while you workout:

**STATISTICAL DATA:**

**CALORIES BURNED:** The amount of calories burned on each song.

**TODAY:** The total amount of calories burned in today's workout.

**OVERALL:** The total calories you have burned throughout all workout programs.

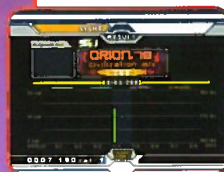
**AVERAGE:** The total average calories you have burned throughout all workout programs.

**COMPARATIVE DATA:**

**JOGGING:** Your workout results will be converted into the equivalent of Jogging.

**JUMPING ROPE:** Your workout results will be converted into the equivalent of Jumping Rope.

**SWIMMING:** Your workout results will be converted into the equivalent of Swimming.



**NOTE:** Pressing the **A** button during the Workout Results Screen will bring up other statistical and graphical data regarding your workout. Follow the on-screen instructions and commands for additional assistance.



## Challenge Mode

This mode requires the player to complete specific challenges while playing pre-selected songs or a part of a song. These challenges range from a wide variety of songs, difficulty settings and scenarios. In most cases, the objective is not to play a song from start to finish, but instead, play portions of songs with various requirements or conditions. Challenge Mode is recommended for advanced players, but various difficulty levels allow anyone to enjoy this mode. There are five difficulty levels (PRACTICE, LIGHT, STANDARD, HEAVY and EXTRA) and each difficulty level contains six challenges. Work your way through each challenge and after you have successfully completed a difficulty class, move up to the next set of challenges in a higher difficulty.



## Training Mode

The Training Mode is designed to help you practice any songs featured in **DDR ULTRAMIX™**. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.



### TRAINING MENU SETTINGS:

**MUSIC SELECT:** Select the song you wish to practice. The song that is currently displayed on the screen will be the song you will practice.

**PLAYER:** Select from SINGLE, VERSUS or DOUBLE.

**STEP:** Select LIGHT, STANDARD, or HEAVY difficulty.

**ASSIST:** This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using handclaps and/or a metronome as your guide. There are six different assist functions in total.

**MUSIC SPEED:** Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

**SELECT OPTION:** Adjust the following arrow options:

**SPEED:** Choose from x1, x1.5, x2, x3, x5 or x8 (refer to Game Mode p.12 for more information).

**BOOST:** Choose from ON or OFF (refer to Game Mode p.12 for more information).

**APPEARANCE:** Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (refer to Game Mode p.12 for more information).

**TURN:** Choose from OFF, LEFT, MIRROR, RIGHT, or SHUFFLE (refer to Game Mode p.12 for more information).

**OTHER:** Choose from OFF, LITTLE, FLAT, SOLO or HELP ARROW (refer to Game Mode p.12 for more information).

**SCROLL:** Choose from STANDARD or REVERSE (refer to Game Mode p.13 for more information).

**FREEZE ARROW:** Choose from ON or OFF (refer to Game Mode p.13 for more information).

**FIRST BAR:** When practicing a portion of a song, use this setting to choose the starting point.

**LAST BAR:** When practicing a portion of a song, use this setting to choose the ending point.

**START:** Use this command to start playing the sequence marked by the First Bar and Last Bar settings. Before starting, you can use the left and right directional buttons to change the range of the sequence to be played. Begin playing by pressing the **▶ button** or **▶ START button**.

◀ button: Play the entire song from start to finish.

➡ button: Play the portion of the song identified by the Bar Start and Bar End settings.

**EDIT:** Load data created in EDIT MODE so you can practice your own creations.

**EXIT:** End Training Mode.



## Xbox Live™

If you are a subscriber to the Xbox Live™ service, you can use Xbox Live™ to go online and play **DDR ULTRAMIX™**, download new songs, rank your best scores against other players across the country and talk with other **DANCE DANCE REVOLUTION™** fans.



### STARTING A XBOX Live™ GAME

- 1) Select Xbox Live™ from the Title Screen.
- 2) Select a Xbox Live™ account and logon to Xbox Live™. If you do not have an account you can create a new one. Please refer to your Xbox Live™ manual for further instructions.
- 3) Enter your pass code and logon.

### Xbox Live™ MAIN MENU

Once you are successfully logged on to the Xbox Live™ service, there are several modes that can be selected from the menu.

**QUICKMATCH:** This is the fastest way to get started. Select QuickMatch and it will randomly select a game for you from the available online games.

**OPTIMATCH:** Set desired match options and search for a game. The criteria to select from is as follows:

Game Type: Score or Point Battle (See Battle Mode p.13 for more information). Choose from SCORE, POINT or ANY.

Difficulty: Step Difficulty Level. Choose from LIGHT, STANDARD, HEAVY or ANY.

Song: Select any currently available song that you have unlocked or downloaded.

**CREATE MATCH:** Create a new session by selecting Game type, Difficulty and Song. You can create a private game for friends or a public game to take on all challengers.

**FRIENDS LIST:** This allows you to manage and update your Xbox Live™ friends list within **DDR ULTRAMIX™**.

**PLAYER RANKINGS:** This allows you to view your online statistics and top song records.

**PLAYER OPTIONS:** Set your online status and voice options.

**DOWNLOAD NEW CONTENT:** With **DDR ULTRAMIX™**, you will be able to download new songs that are available through Xbox Live™. New content may be added periodically, so always check this area to see if there is anything new to download.

## Edit Mode

**EDIT MODE** enables you to create a custom designed dance routine for any song featured in **DDR ULTRAMIX™**. Dance routines can be saved to a Memory Unit or the Xbox™ hard drive for future playback or editing. Additionally, the dance routines can be used in Game Mode and Training Mode. Edit data can also be uploaded via the Xbox Live™ online service.

**NOTE:** It is recommended that you use a regular Xbox™ controller when creating edit data in **EDIT MODE**.

### CONTROLS:

■ **Left trigger:** Change cursor's moving units.

Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.

**Green:** 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first). See Sequence Menu p.23 for more information.

■ **Right trigger:** Places an area mark. Placing two marks in different sections determines the area to be edited. Hold down the button to erase all area marks.

● **Black button:** Displays the Area Menu.

↑/↓ **Directional pad:** Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

↔ **Directional pad:** Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

○ **White button:** Access Sequence Menu.

○ **START button:** Begin recording. Hold down the button to stop the recording session.

Ⓡ **button:** Places Right arrows / Deletes Right arrows that already exist / Cancels command selection.

Ⓛ **button:** Places Left arrows / Deletes Left arrows that already exist.

Ⓢ **button:** Places Up arrows / Deletes Up arrows that already exist / Confirms command selection.

Ⓣ **button:** Places Down arrows / Deletes Down arrows that already exist / Confirms command selection.

Ⓛ **Left thumbstick:** Increases scroll speed in the sequence.

Ⓡ **Right thumbstick:** Changes width of the sequence.



## Main Menu

**New Data:** Create a new edit file.

**Load:** Load edit data saved in the Data Manager.

**Data Manager:** Manage edit data saved on the Hard Drive.

**Memory Unit Manger:** Manage edit data that is saved on a Memory Unit.

**Guide:** View an on-screen tutorial about controls in EDIT MODE.

**Exit:** End EDIT MODE and return to the Main Menu.



## Data Manager

### GETTING STARTED

In order to use EDIT MODE and create edit data files, you must use Data Manager. The Data Manager is a convenient organizational/management system of all edit data files stored on the Hard Drive. The Data Manager is created on the Hard Drive the first time the game is started. Within the Data Manager, five different Data Manager folders exist. Each folder can contain a maximum of 30 different edit data files (for a total of 150 edit data files). Additionally, edit data can be transferred and exported using the Input/Output functions. Review the sections on Data Manager and Memory Unit Manager on p.21 for further information.



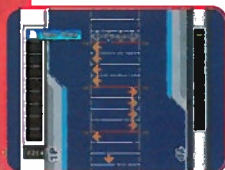
## Edit Menu

**NEW DATA:** Create a new edit file.

**SAVE & LOAD:** Open menu to save, load or rename files.

**QUICK SAVE:** Quickly saves any changes/modification to the currently saved file.

**RECORDING:** Accesses Recording Option Menu / While in the work area, press the **START** button to begin recording.



The following settings can be changed in the Recording Option Menu:

**PLAY TYPE:** Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

**REPEAT:** Set loop play ON/OFF.

**SPEED:** Select the desired playback speed from 1-5 (1 slowest/5 regular).

**INPUT SE:** Turn the sound effect for entering/erasing an arrow during recording ON/OFF.

**FILTER BRIGHT:** Adjusts how much of the Edit Screen is viewed during playback of a song (only available on JUDGE 2 setting).

### OPTIONS:

**INPUT TYPE:** You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).

**BGM:** Turns background music ON/OFF during editing.

**ICON EXPL:** Turns Edit Menu icon explanation ON/OFF.

**STATUS:** View information on the current file, such as the song name and total number of steps.

**DATA MANAGER:** Manage edit data saved in the Data Manager. The Data Manager offers many different functions for edit data files, such as copying, renaming, moving, saving, and erasing. Additionally, edit files can also be outputted to the Memory Unit Manager.

**MEMORY UNIT MANAGER:** Manage edit data that is saved outside of the Data Manager on the Memory Unit. Additionally, edit files can also be inputted to the Data Manager.

**GUIDE:** View an on-screen tutorial about controls in EDIT MODE.

**EXIT:** End EDIT MODE and return to the Main Menu.



## Area Menu (● Button):

**COPY:** Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

**PASTE:** Places the data stored on the Clipboard beginning at the cursor.

**CUT:** Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

**UNDO:** Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

**DELETE:** All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

**REVERSE:** Arrows in the selected area will be rearranged by the following options:

**MIRROR:** All arrows (▲/▼/◆/◇) will be reversed.

**UP/DOWN:** Only ▲/▼ arrows will be reversed.

**LEFT/RIGHT:** Only ◆/◇ arrows will be reversed.

**QUANTIZE:** This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the Quantize menu.

**NOTE:** Most commands cannot be used until two area marks have been set.



## Sequence Menu (○ Button):

**PLAYER:** Two different types can be set while editing (SINGLE and DOUBLE).

**ZOOM:** Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

**TRIPLE:** Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

**FREEZE ARROW:** Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file. The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (▲, ▼, ◆, ◇) while pressing the ▲/▼ button.

To delete a freeze arrow, hold down the corresponding arrow input button (▲, ▼, ◆, ◇) while pressing the ▲/▼ button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (▲, ▼, ◆, ◇).

**NOTE:** To input a freeze arrow when not recording, hold down the desired arrow input button (▲, ▼, ◆, ◇) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (▲, ▼, ◆, ◇) and press the up/down directional button to adjust the desired length of the freeze arrow.

**ARROW:** Change the type of arrow displayed.





## Getting Started

### EDIT MODE

- 1) After starting the game for the first time, the Data Manager is created on the Hard Drive.
- 2) Select NEW DATA.
- 3) Select a song.
- 4) Select a play style (Single or Double).
- 5) Decide if Konami sample data will be used (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process).
- 6) Begin placing arrows to create a new edit.
- 7) Save the edit data by selecting Save & Load from the Edit Menu.
- 8) Choose an empty slot in the Data Manager folders to save the data.
- 9) Create a name for the edit data file.
- 10) Saved edit data can be re-edited after loading the data (Select Load from the EDIT MODE Main Menu).
- 11) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
- 12) Once a saved edit data file is ready for use, the edit data can be played in other sections of the game, such as GAME MODE and TRAINING MODE.



### USING EDIT DATA IN DDR ULTRAMIX™

#### GAME MODE

The Data Manager must be loaded at the Song Selection screen before edit data files can be used in Game Mode.

- 1) Press the SELECT button at the Song Selection screen and choose FOLDER SELECT with the **A** button or **START** button.
- 2) Choose the appropriate Folder to load with the **A** button or **START** button.
- 3) Confirm/cancel loading the appropriate Folder.
- 4) When the loading is completed, press the SELECT button to return to the Song Selection screen.
- 5) Songs that have edit data files are identified with an EDIT icon.
- 6) Highlight the appropriate song you wish to play and press the SELECT button to choose the edit data.

- 7) Confirm the song selection with the **A** button or **START** button. Hold down the **A** or **START** buttons to access arrow options.

#### TRAINING MODE

Follow these instructions to use edit data in Training Mode:

- 1) At the Training Mode Menu, highlight "Edit" and press the **A** or **START** buttons to access the Data Manager.
- 2) Highlight the appropriate edit data file and press the **A** or **START** buttons to select the file.
- 3) Confirm/cancel loading the edit data.
- 4) When the loading is completed, the edit data file will be ready for practice in the Training Mode.
- 5) All Training Mode adjustments can be made prior to practicing the song. Refer to Training Mode p.16 for more information.



## Records

There are two different sections that can be reviewed.

**MUSIC RECORDS:** In this section, you can see the High Scores obtained in GAME MODE (Letter Grade and Stage Score).

**WORKOUT CHART:** View your workout data plotted on an historical graph.



## Options

The Options Mode contains a variety of settings you can configure to suit your personal tastes. Press the **▲/▼** buttons to cycle through the desired options and press the **←/→** buttons to change settings. After all settings have been adjusted, highlight Exit and press the **A** button to confirm the settings and return to the previous menu. Cancel a selection with the **○** **BACK** button. Refer to the on-screen instructions for further information.



The following are options available in the Options Menu:

**SOUND OPTIONS:** Adjust sound settings.

**CONTROLLER SETTINGS:** Vibration settings, Double Play controller settings, and Dance Dance Revolution™ Controller settings.

**GAME OPTIONS:** Adjust game settings.

**GRAPHIC OPTIONS:** Adjust graphic settings.

**WORKOUT OPTIONS:** Adjust workout settings.

**CREDITS:** View the product staff credits for **DDR ULTRAMIX™**.

**EXIT:** Press the **○** **BACK** button to return to the previous menu.



## Dancing Tips and Beginners Guide

Follow these special tips to become a pro player.

- You are not penalized for hitting incorrect dance steps. You are only penalized for not hitting the correct dance steps. Use this technique to your advantage by positioning yourself in advance to perform complex dance patterns.
- Avoid returning to the center while playing. Learn to move around the entire Dance Dance Revolution™ Controller and utilize both feet when possible.
- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.
- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but eventually you will succeed.
- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in the game. Over time you can learn how to pass the original version of the song.
- Remember to play **DANCE DANCE REVOLUTION™** in the arcades to gain experience in playing both versions of the game. You can also learn valuable dance tips and advice from other **DANCE DANCE REVOLUTION™** players.
- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.



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performed by Ian Van Dahl featuring Marsha

### *DO THAT THANG (M\*A\*S\*H Radio Edit)*

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## Notes

## Notes



# Notes

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